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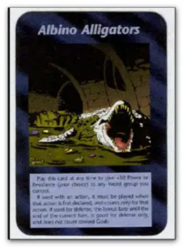
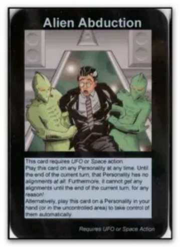
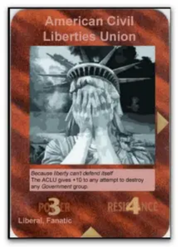
Illuminati Card Game Part I - Complete List

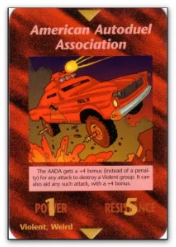
Posted by Exposure on August 12, 2015 at 1:30am View Blog

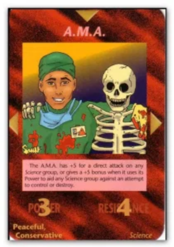
For the record Parts I and II list ALL the cards from the Illuminati Card Game.

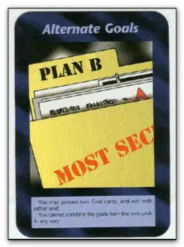

Albino Alligators
Play this card at any time to give +10 Power or Resistance (your choice) to any Weird group you control.
If used with an action, it must be played when that action is first declared, and counts only for that action. If used for defense, the bonus lasts until the end of the current turn, is good for defense only, and does not count toward Goals.

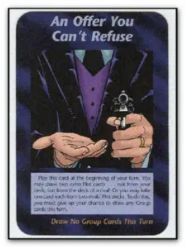

Alien Abduction
This card requires UFO or Space action.
Play this card on any Personality at any time. Until the end of the current turn, that Personality has no alignments at all. Furthermore, it cannot get any alignments until the end of the current turn, for any reason!
Alternatively, play this card on a Personality in your hand (or in the uncontrolled area) to take control of them automatically.
Requires UFO or Space Action

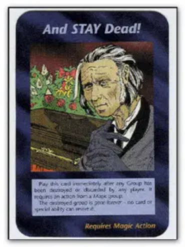

American Civil Liberties Union
Because liberty can't defend itself
The ACLU gives +10 to any attempt to destroy any Government group.
POWER 3
RESISTANCE 4
Liberal, Fanatic

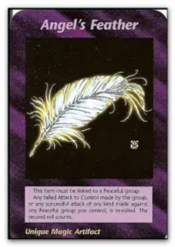

American Autoduel Association
The AADA gets a +4 bonus (instead of a penalty) for any attack to destroy a Violent group. It can also aid any such attack, with a +4 bonus.
POWER 1
RESISTANCE 5
Violent, Weird


A.M.A.
The A.M.A. has +5 for a direct attack on any Science group, or gives a +5 bonus when it uses its Power to aid any Science group against an attempt to control or destroy.
POWER 3
RESISTANCE 4
Peaceful, Conservative
Science


Alternate Goals
PLAN B
MOST SEC
You may possess two Goal cards, and win with either one!
You cannot combine the goals from the two cards in any way.


An Offer You Can't Refuse
Play this card at the beginning of your turn. You may draw two extra Plot cards . . . not from your deck, but from the deck of a rival. Or you may take one card each from two rivals' Plot decks. To do this, you must give up your chance to draw any Group cards this turn.
Draw No Group Cards This Turn


And STAY Dead!
Play this card immediately after any Group has been destroyed or discarded by any player. It requires an action from a Magic group.
The destroyed group is gone forever - no card or special ability can revive it.
Requires Magic Action


Angel's Feather
This item must be linked to a Peaceful group.
Any failed Attack to Control made by the group, or any successful attack of any kind made against any Peaceful group you control, is re-rolled. The second roll counts.
Unique Magic Artifact

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LATEST ACTIVITY

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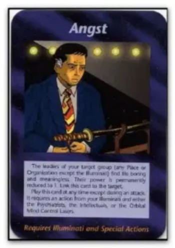
Central Scrutinizer posted blog posts

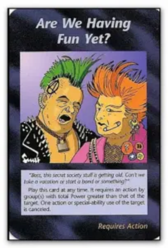
WELCOME TO THE WAR ON DEATH

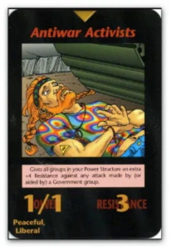
WHY DID HUNDREDS OF CEOS RESIGN JUST BEFORE THE WORLD STARTED GOING ABSOLUTELY CRAZY?

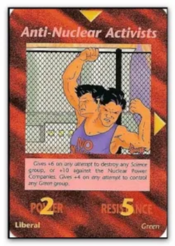
16 minutes ago

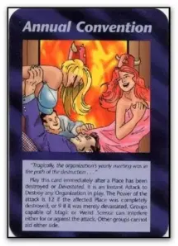
cheeki kea commented on Central Scrutinizer's blog post WHY DID HUNDREDS OF CEOS RESIGN JUST BEFORE THE WORLD STARTED

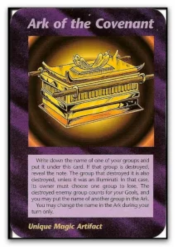

Angst
The leaders of your target group (any Place or Organization except the Illuminati) find life boring and meaningless. Their power is permanently reduced to 1. Link this card to the target.
Play this card at any time except during an attack. It requires an action from your Illuminati and either the Psychiatrists, the Intellectuals, or the Orbital Mind Control Lasers.
Requires Illuminati and Special Actions

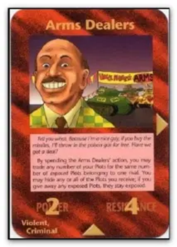

Are We Having Fun Yet?
"Boss, this secret society stuff is getting old. Can't we take a vacation or start a band or something?"
Play this card at any time. It requires an action by group(s) with total Power greater than that of the target. One action or special-ability use of the target is canceled.
Requires Action

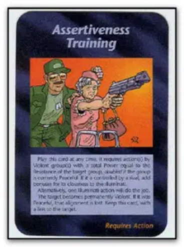

Antiwar Activists
Gives all groups in your Power Structure an extra +4 Resistance against any attack made by (or aided by) a Government group.
1/1 POWER
RESISTANCE 3
Peaceful, Liberal

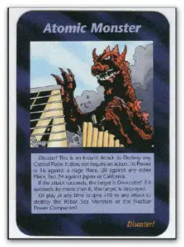

Anti-Nuclear Activists
NO
Gives +6 on any attempt to destroy any Science group, or +10 against the Nuclear Power Companies. Gives +4 on any attempt to control any Green group.
POWER 2
RESISTANCE 5
Liberal
Green

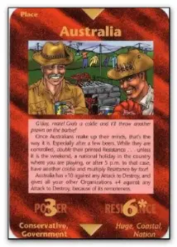

Annual Convention
"Tragically, the organization's yearly meeting was in the path of the destruction . . ."
Play this card immediately after a Place has been destroyed or Devastated. It is an Instant Attack to Destroy any Organization in play. The Power of the attack is 12 if the affected Place was completely destroyed, or 9 if it was merely devastated. Groups capable of Magic or Weird Science can interfere either for or against the attack. Other groups cannot aid either side.

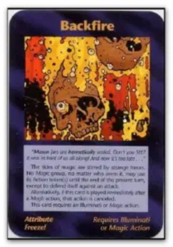

Ark of the Covenant
Write down the name of one of your groups and put it under this card. If that group is destroyed, reveal the note. The group that destroyed it is also destroyed, unless it was an Illuminati. In that case, its owner must choose one group to lose. The destroyed enemy group counts for your Goals, and you may put the name of another group in the Ark.
You may change the name in the Ark during your turn only.
Unique Magic Artifact

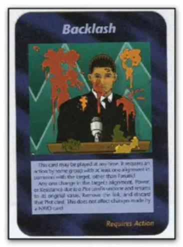

Arms Dealers
ARMS
Tell you what. Because I'm a nice guy, if you buy the missiles, I'll throw in the poison gas for free. Have we got a deal?
By spending the Arms Dealers' action, you may trade any number of your Plots for the same number of exposed Plots belonging to one rival. You may hide any or all of the Plots you receive; if you give away any exposed Plots, they stay exposed.
POWER 2
RESISTANCE 4
Violent, Criminal


Assertiveness Training
Play this card at any time. It requires action(s) by Violent group(s) with a total Power equal to the Resistance of the target group, doubled if the group is currently Peaceful. If it is controlled by a rival, add bonuses for its closeness to the Illuminati.
Alternatively, one Illuminati action will do the job.
The target becomes permanently Violent. If it was Peaceful, that alignment is lost. Keep this card, with a link to the target.
Requires Action


Atomic Monster
Disaster! This is an Instant Attack to Destroy any Coastal Place. It does not require an action. Its Power is 16 against a Huge Place, 20 against any other Place, but 24 against Japan or California.
If the attack succeeds, the target is Devastated. If it succeeds by more than 8, the target is destroyed.
Or play at any time to give +10 to any attack to destroy the Robot Sea Monsters or the Nuclear Power Companies!
Disaster!


Place
Australia
G'day, mate! Grab a coldie and I'll throw another prawn on the barbie!
Once Australians make up their minds, that's the way it is. Especially after a few beers. While they are controlled, double their printed Resistance . . . unless it is the weekend, a national holiday in the country where you are playing, or after 5 p.m. In that case, have another coldie and multiply Resistance by four!
Australia has +10 against any Attack to Destroy, and gives all your other Organizations +4 against any Attack to Destroy, because of its remoteness.
POWER 3
RESISTANCE 6*
Conservative, Government
Huge, Coastal, Nation


Backfire
"Mason jars are hermetically sealed. Don't you SEE? It was in front of us all along! And now it's too late . . ."
The tides of magic are stirred by strange forces. No Magic group, no matter who owns it, may use its Action token(s) until the end of the present turn, except to defend itself against an attack.
Alternatively, if this card is played immediately after a Magic action, that action is canceled.
This card requires an Illuminati or Magic action.
Attribute Freeze!
Requires Illuminati or Magic Action


Backlash
This card may be played at any time. It requires an action by some group with at least one alignment in common with the target, other than Fanatic!
Any one change in the target's alignment, Power, or Resistance due to a Plot card is undone and returns to its original value. Remove the link, and discard that Plot card. This does not affect changes made by a NWO card.
Requires Action

GOING ABSOLUTELY CRAZY?

"They Know the people Know CS, They try to high tail it to their hide outs, but they're not..."

31 minutes ago

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cheeki kea favorited Central Scrutinizer's blog post WHY DID HUNDREDS OF CEOS RESIGN JUST BEFORE THE WORLD STARTED GOING ABSOLUTELY CRAZY?

45 minutes ago

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cheeki kea commented on cheeki kea's photo

Lock Down ?

"lol K.of.C - and how would you like that served good man, glass, handle, or jug Sir, or would you..."

1 hour ago

King Of Cups commented on King Of Cups's group Painted Porch

""Waste no more time arguing about what a good man should be. Be one."-Marcus..."

1 hour ago

King Of Cups favorited cheeki kea's photo

Lock Down ?

2 hours ago

King Of Cups commented on cheeki kea's photo

Lock Down ?

"I'll have two Coronas please!"

2 hours ago

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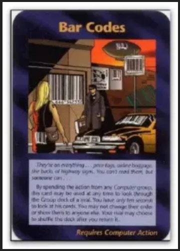
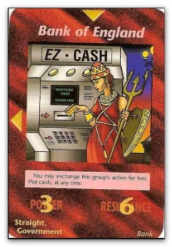
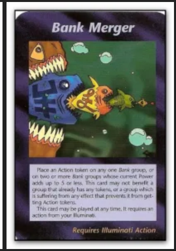
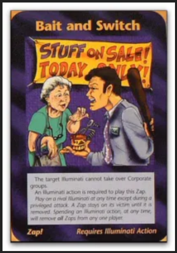
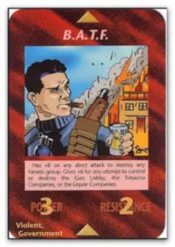
King Of Cups

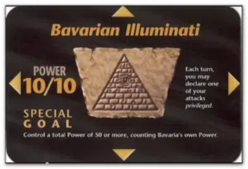

Bar Codes
They're on everything . . . price tags, airline baggage, the backs of highway signs. You can't read them, but someone can . . .
By spending the action from any Computer group, this card may be used at any time to look through the Group deck of a rival. You have only ten seconds to look at his cards. You may not change their order or show them to anyone else. Your rival may choose to shuffle the deck after you return it.
Requires Computer Action

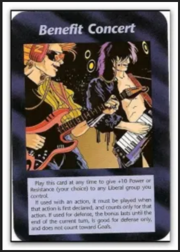

Bank of England
EZ · CASH
You may exchange this group's action for two Plot cards, at any time.
POWER 3
RESISTANCE 6
Straight, Government
Bank

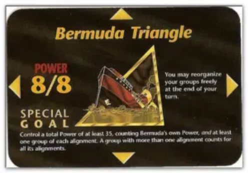

Bank Merger
Place an Action token on any one Bank group, or on two or more Bank groups whose current Power adds up to 5 or less. This card may not benefit a group that already has any tokens, or a group which is suffering from any effect that prevents it from getting Action tokens.
This card may be played at any time. It requires an action from your Illuminati.
Requires Illuminati Action

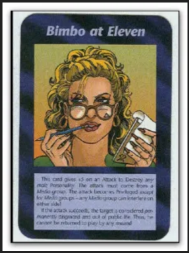

Bait and Switch
STUFF ON SALE! TODAY ONLY!
The target Illuminati cannot take over Corporate groups.
An Illuminati action is required to play this Zap.
Play on a rival Illuminati at any time except during a privileged attack. A Zap stays on its victim until it is removed. Spending an Illuminati action, at any time, will remove all Zaps from any one player.
Zap!
Requires Illuminati Action

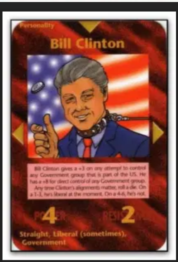

B.A.T.F.
Has +8 on any direct attack to destroy any Fanatic group. Gives +6 for any attempt to control or destroy the Gun Lobby, the Tobacco Companies, or the Liquor Companies.
POWER 3
RESISTANCE 2
Violent, Government

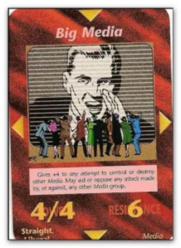

Bavarian Illuminati
POWER 10/10
Each turn, you may declare one of your attacks privileged.
SPECIAL GOAL
Control a total Power of 50 or more, counting Bavaria's own Power.


Benefit Concert
Play this card at any time to give +10 Power or Resistance (your choice) to any Liberal group you control.
If used with an action, it must be played when that action is first declared, and counts only for that action. If used for defense, the bonus lasts until the end of the current turn, is good for defense only, and does not count toward Goals.


Bermuda Triangle
POWER 8/8
You may reorganize your groups freely at the end of your turn.
SPECIAL GOAL
Control a total Power of at least 35, counting Bermuda's own Power, and at least one group of each alignment. A group with more than one alignment counts for all its alignments.


Bimbo at Eleven
This card gives +5 on an Attack to Destroy any male Personality. The attack must come from a Media group. The attack becomes Privileged except for Media groups – any Media group can interfere on either side!
If the attack succeeds, the target is considered permanently disgraced and out of public life. Thus, he cannot be returned to play by any means!


Personality
Bill Clinton
Bill Clinton gives a +3 on any attempt to control any Government group that is part of the US. He has a +8 for direct control of any Government group.
Any time Clinton's alignments matter, roll a die. On a 1-3, he's liberal at the moment. On a 4-6, he's not.
POWER 4
RESISTANCE 2
Straight, Liberal (sometimes), Government


Big Media
Gives +4 to any attempt to control or destroy other Media. May aid or oppose any attack made by, or against, any other Media group.
4/4
RESISTANCE 6
Straight, Liberal
Media

commented on **stormtruther's** blog post **V. IMPORTANT! COVID-9 SUPER SCAM: Very Well Exposed by Insider**

"Thanks for the post stormtruther. Fake tests and fake test kits introducing false positives and..."

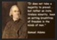
2 hours ago

King Of Cups commented on **King Of Cups's** blog post **The Beginnings of the "Fascist" Deep State vs General Smedley Butler some excerpts**

"The hidden hand. The shadow government. The Military Industrial Complex. Big Money. A vast..."

2 hours ago

JoeG favorited **Mr. Sizzle's photo**



Samuel Adams

2 hours ago

King Of Cups commented on **King Of Cups's** blog post **The Beginnings of the "Fascist" Deep State vs General Smedley Butler some excerpts**

"Interesting that Karl Marx is in the center of it all, that makes sense. All points connect to Marx..."

2 hours ago

cheeki kea favorited **Mr. Sizzle's photo**

I'm not saying Aliens, but it's probably Aliens next. LOL

2 hours ago

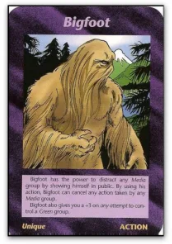
cheeki kea commented on **cheeki kea's photo**

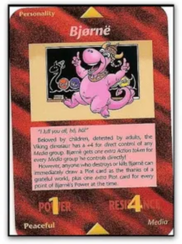
Lock Down ?

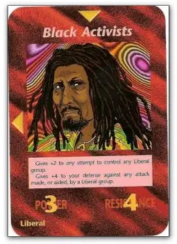
"At the beach - 26/03/2020"

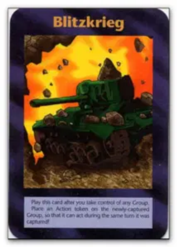
3 hours ago

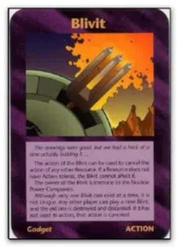
cheeki kea commented

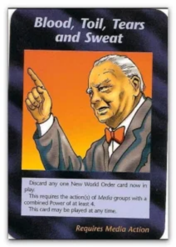

Bigfoot
Bigfoot has the power to distract any Media group by showing himself in public. By using his action, Bigfoot can cancel any action taken by any Media group.
Bigfoot also gives you a +3 on any attempt to control a Green group.
Unique
ACTION

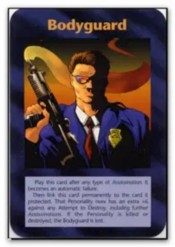

Personality
Bjørnë
"I lull you all, hö, hö!"
Beloved by children, detested by adults, the Viking dinosaur has a +4 for direct control of any Media group. Bjørnë gets one extra Action token for every Media group he controls directly!
However, anyone who destroys or kills Bjørnë can immediately draw a Plot card as the thanks of a grateful world, plus one extra Plot card for every point of Bjørnë's Power at the time.
POWER 1
RESISTANCE 4
Peaceful
Media

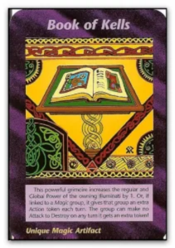

Black Activists
Gives +2 to any attempt to control any Liberal group.
Gives +4 to your defense against any attack made, or aided, by a Liberal group.
POWER 3
RESISTANCE 4
Liberal

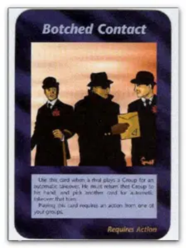

Blitzkrieg
Play this card after you take control of any Group. Place an Action token on the newly-captured Group, so that it can act during the same turn it was captured!

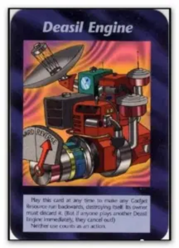

Blivit
The drawings were good, but we had a heck of a time actually building it . . .
The action of the Blivit can be used to cancel the action of any other Resource. If a Resource does not have Action tokens, the Blivit cannot affect it.
The owner of the Blivit is immune to the Nuclear Power Companies.
Although only one Blivit can exist at a time, it is not Unique. Any other player can play a new Blivit, and the old one is destroyed and discarded. If it has just used its action, that action is canceled.
Gadget
ACTION

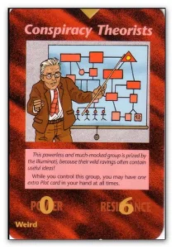

Blood, Toil, Tears and Sweat
Discard any one New World Order card now in play.
This requires the action(s) of Media groups with a combined Power of at least 4.
This card may be played at any time.
Requires Media Action

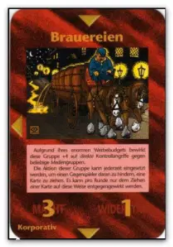

Bodyguard
Play this card after any type of Assassination. It becomes an automatic failure.
Then link this card permanently to the card it protected. That Personality now has an extra +6 against any Attempt to Destroy, including further Assassinations. If the Personality is killed or destroyed, the Bodyguard is lost.

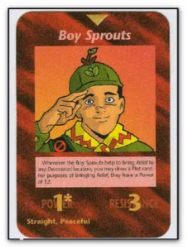

Book of Kells
This powerful grimoire increases the regular and Global Power of the owning Illuminati by 1. Or, if linked to a Magic group, it gives that group an extra Action token each turn. The group can make no Attack to Destroy on any turn it gets an extra token!
Unique Magic Artifact

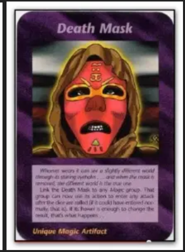

Botched Contact
Use this card when a rival plays a Group for an automatic takeover. He must return that Group to his hand, and pick another card for automatic takeover that turn.
Paying this card requires an action from one of your groups.
Requires Action

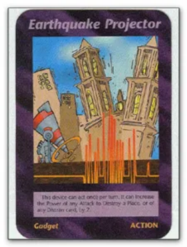

Deasil Engine
REVERSE
Play this card at any time to make any Gadget Resource run backwards, destroying itself. Its owner must discard it. (But if anyone plays another Deasil Engine immediately, they cancel out!)
Neither use counts as an action.


Conspiracy Theorists
This powerless and much-mocked group is prized by the Illuminati, because their wild ravings often contain useful ideas!
While you control this group, you may have one extra Plot card in your hand at all times.
POWER 0
RESISTANCE 6
Weird


Brauereien
Aufgrund ihres enormen Werbebudgets bewirkt diese Gruppe +4 auf direkte Kontrollangriffe gegen beliebige Mediengruppen.
Die Aktion dieser Gruppe kann jederzeit eingesetzt werden, um einen Gegenspieler daran zu hindern, eine Karte zu ziehen. Es kann pro Runde nur dem Ziehen einer Karte auf diese Weise entgegengewirkt werden.
3
1
Korporativ


Boy Sprouts
Whenever the Boy Sprouts help to bring Relief to any Devastated location, you may draw a Plot card. For purposes of bringing Relief, they have a Power of 12.
POWER 1*
RESISTANCE 3
Straight, Peaceful


Death Mask
Whoever wears it can see a slightly different world through its staring eyeholes . . . and when the mask is removed, the different world is the true one.
Link the Death Mask to any Magic group. That group can now use its action to enter any attack after the dice are rolled (if it could have entered normally, that is). If its Power is enough to change the result, that's what happens . . .
Unique Magic Artifact


Earthquake Projector
This device can act once per turn. It can increase the Power of any Attack to Destroy a Place, or of any Disaster card, by 7.
Gadget
ACTION

on cheeki kea's photo

Lock Down ?

"Yes, Strange but True, as the PM told the nation on TV that physical distancing was now enacted and..."

3 hours ago

James Roberts posted videos

3 hours ago

stormtruther posted blog posts

Corona: the case number game

V. IMPORTANT! COVID-9 SUPER SCAM: Very Well Exposed by Insider

3 hours ago

James Roberts commented on Mr. Sizzle's photo

Trump the disappointment as President

"1972, Studio 54, DJT and Roy Cohn..."

3 hours ago

cheeki kea favorited stormtruther's blog post V. IMPORTANT! COVID-9 SUPER SCAM: Very Well Exposed by Insider

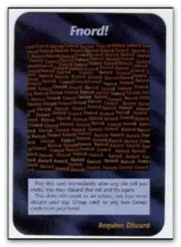
3 hours ago

James Roberts favorited Mr. Sizzle's photo

Trump the disappointment as President

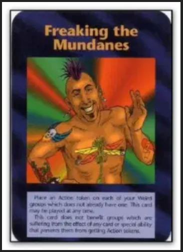
3 hours ago

More...


Fnord!
Requires Discard

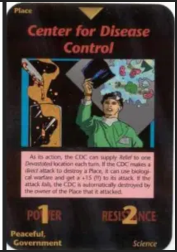
Play this card immediately after any die roll you make. You may discard that roll and try again.

This does not count as an action, but you must discard your top Group card, or any two Group cards from your hand.

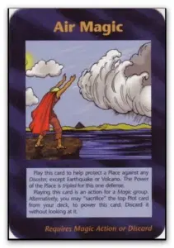

Freaking the Mundanes

Place an Action token on each of your Weird groups which does not already have one. This card may be played at any time.

This card does not benefit groups which are suffering from the effect of any card or special ability that prevents them from getting Action tokens.

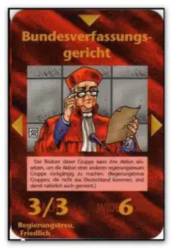

Place
Center for Disease Control
POWER 1
RESISTANCE 2
Peaceful, Government
Science

As its action, the CDC can supply *Relief* to one *Devastated* location each turn. If the CDC makes a direct attack to destroy a Place, it can use biological warfare and get a +15 (!!) to its attack. If the attack *fails*, the CDC is automatically destroyed by the owner of the Place that it attacked.

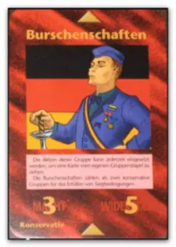

Air Magic
Requires Magic Action or Discard

Play this card to help protect a Place against any *Disaster*, except Earthquake or Volcano. The Power of the Place is *tripled* for this one defense.

Playing this card is an action for a *Magic* group. Alternatively, you may "sacrifice" the top Plot card from your deck, to power this card. Discard it without looking at it.

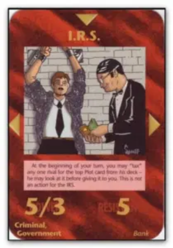

Bundesverfassungsgericht
3/3
6
Regierungstreu, Friedlich

Der Besitzer dieser Gruppe kann *ihre* Aktion einsetzen, um die Aktion einer anderen regierungstreuen Gruppe rückgängig zu machen. (Regierungstreue Gruppen, die nicht aus Deutschland kommen, sind damit natürlich auch gemeint.)

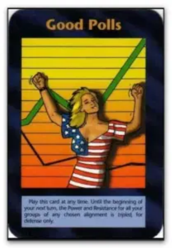

Burschenschaften
MACHT 3
WIDER 5
Konservativ

Die Aktion dieser Gruppe kann jederzeit eingesetzt werden, um eine Karte vom eigenen Gruppenstapel zu ziehen.

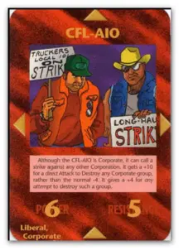
Die Burschenschaften zählen als zwei konservative Gruppen für das Erfüllen von Siegbedingungen.


I.R.S.
5/3
RESIS 5
Criminal, Government
Bank

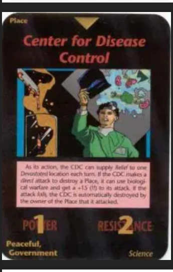
At the beginning of your turn, you may "tax" any one rival for the top Plot card from *his* deck – he may look at it before giving it to you. This is not an action for the IRS.



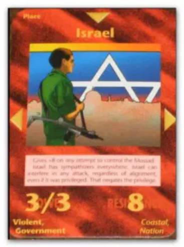
Play this card at any time. Until the beginning of your *next* turn, the Power and Resistance for all your groups of any chosen alignment is *tripled*, for defense only.


CFL-AIO
TRUCKERS LOCAL 10 ON STRIKE
LONG-HAU STRIK
POWER 6
RESIS 5
Liberal, Corporate

Although the CFL-AIO is Corporate, it can call a strike against any other Corporation. It gets a +10 for a direct Attack to Destroy any Corporate group, rather than the normal -4. It gives a +4 for any attempt to destroy such a group.

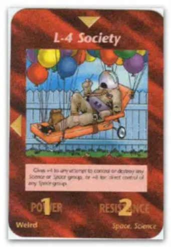

Place
Center for Disease Control
POWER 1
RESISTANCE 2
Peaceful, Government
Science

As its action, the CDC can supply *Relief* to one *Devastated* location each turn. If the CDC makes a direct attack to destroy a Place, it can use biological warfare and get a +15 (!!) to its attack. If the attack *fails*, the CDC is automatically destroyed by the owner of the Place that it attacked.

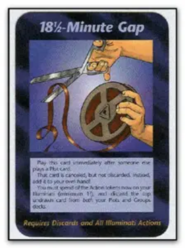

Place
Israel
3/3
RESI 8
Violent, Government
Coastal, Nation

Gives +8 on any attempt to control the Mossad.

Israel has sympathizers everywhere. Israel can interfere in any attack, regardless of alignment, even if it was privileged. That negates the privilege.


L-4 Society
POWER 1
RESISTANCE 2
Weird
Space, Science

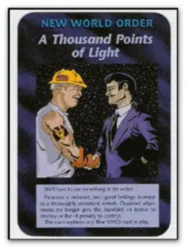
Gives +4 to any attempt to control or destroy any Science or Space group, or +8 for direct control of any Space group.


18½-Minute Gap
Requires Discards and All Illuminati Actions

Play this card immediately after someone else plays a Plot card.

That card is canceled, but not discarded. Instead, add it to your own hand!

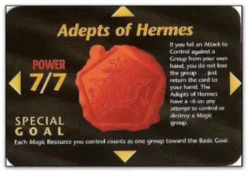
You must spend *all* the Action tokens now on your Illuminati (minimum 1!), and discard the top undrawn card from *both* your Plots and Groups decks.


NEW WORLD ORDER
A Thousand Points of Light

We'll have to put something in the water . . .

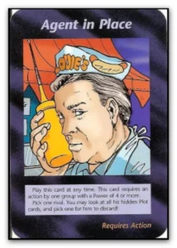
Paranoia is reduced, and good feelings increase to a thoroughly unnatural extent. Opposed alignments no longer give the standard +4 bonus to destroy or the -4 penalty to control.

This card replaces any Blue NWO card in play.


Adepts of Hermes
POWER
7/7
SPECIAL
GOAL

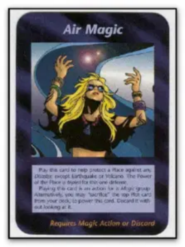
If you fail an Attack to Control against a Group from your own hand, you do not lose the group . . . just return the card to your hand. The Adepts of Hermes have a +6 on *any* attempt to control or destroy a *Magic* group.

Each *Magic* Resource you control counts as one group toward the Basic Goal.


Agent in Place
Requires Action

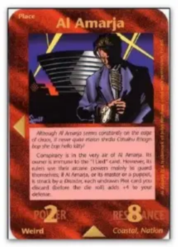
Play this card at any time. This card requires an action by one group with a Power of 4 or more.

Pick one rival. You may look at all his hidden Plot cards, and pick one for him to discard!


Air Magic
Requires Magic Action or Discard

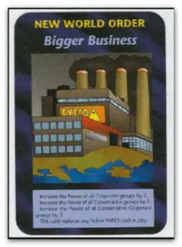
Play this card to help protect a Place against any Disaster except Earthquake or Volcano. The Power of the Place is tripled for this one defense.

Playing this card is an action for a Magic group. Alternatively, you may "sacrifice" the top Plot card from your deck, to power this card. Discard it without looking at it.


Place
Al Amarja
POWER 2
RESISTANCE 8
Weird
Coastal, Nation

Although Al Amarja seems constantly on the edge of chaos, it never quite maton shrdlu Cthulhu fhtagn bop she bop hello kitty!

Conspiracy is in the very air of Al Amarja. Its owner is immune to the "I Lied" card. However, its rulers use their arcane powers mainly to guard themselves; if Al Amarja, or its master or a puppet, is struck by a *Disaster*, each undrawn Plot card you discard (before the die roll) adds +4 to your defense.

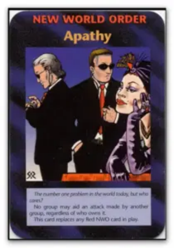

NEW WORLD ORDER
Bigger Business

Increase the Power of all Corporate groups by 2.

Increase the Power of all Conservative groups by 2.

Increase the Power of all Conservative Corporate groups by 5.

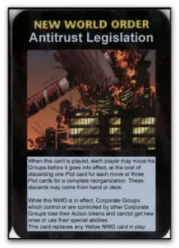
This card replaces any Yellow NWO card in play.


NEW WORLD ORDER
Apathy

The number one problem in the world today, but who cares?

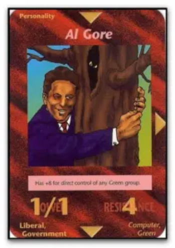
No group may aid an attack made by another group, regardless of who owns it.

This card replaces any Red NWO card in play.

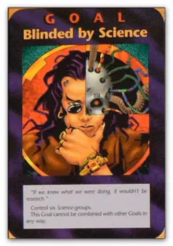

NEW WORLD ORDER
Antitrust Legislation

When this card is played, each player may move his Groups before it goes into effect, at the cost of discarding one Plot card for each move or three Plot cards for a complete reorganization. These discards may come from hand or deck.

While this NWO is in effect, Corporate Groups which control or are controlled by other Corporate Groups lose their Action tokens and cannot get new ones or use their special abilities.
This card replaces any Yellow NWO card in play.


Personality
Al Gore
1/1
RESISTANCE 4
Liberal,
Government
Computer,
Green

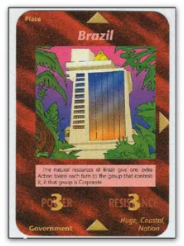
Has +8 for direct control of any Green group.


GOAL
Blinded by Science

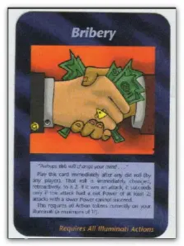
"If we knew what we were doing, it wouldn't be research."

Control six Science groups.

This Goal cannot be combined with other Goals in any way.


Place
Brazil
POWER 3
RESISTANCE 3
Government
Huge, Coastal,
Nation

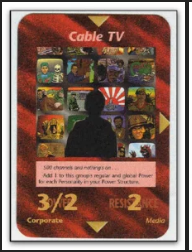
The natural resources of Brazil give one extra Action token each turn to the group that controls it, if that group is Corporate.


Bribery
Requires All Illuminati Actions

"Perhaps this will change your mind . . ."

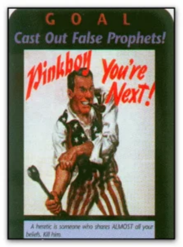
Play this card immediately after any die roll (by any player). That roll is immediately changed, retroactively, to a 2. If it was an attack, it succeeds only if the attack had a net Power of at least 2; attacks with a lower Power cannot succeed.

This requires all Action tokens currently on your Illuminati (a maximum of 1!).

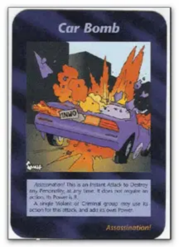

Cable TV
3/2
RESISTANCE 2
Corporate
Media

500 channels and nothing's on . . .

Add 1 to this group's regular and global Power for each Personality in your Power Structure.

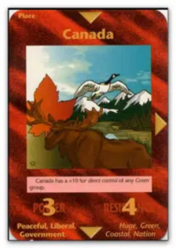

GOAL
Cast Out False Prophets!
Pinkboy
You're Next!

A heretic is someone who shares ALMOST all your beliefs. Kill him.


Car Bomb
NWO
Assassination!

Assassination! This is an Instant Attack to Destroy any Personality, at any time. It does not require an action. Its Power is 8.

A single Violent or Criminal group may use its action for this attack, and add its own Power.



Place

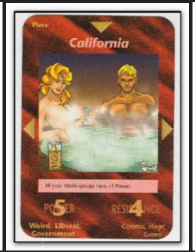
Canada

Canada has a +10 for direct control of any Green group.

POWER 3 RESISTANCE 4

Peaceful, Liberal, Government

Huge, Green, Coastal, Nation



Place

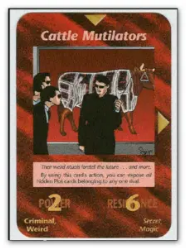
California

All your Media groups have +1 Power.

POWER 5 RESISTANCE 4

Weird, Liberal, Government

Coastal, Huge, Green



Cattle Mutilators

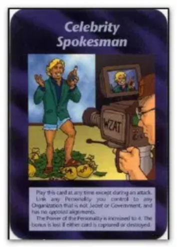
Their weird rituals foretell the future . . . and more.

By using this card's action, you can expose all Hidden Plot cards belonging to any one rival.

POWER 2 RESISTANCE 6

Criminal, Weird

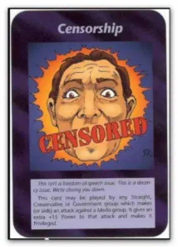
Secret, Magic



Celebrity Spokesman

Play this card at any time except during an attack. Link any Personality you control to any Organization that is not *Secret* or Government, and has no opposed alignments.

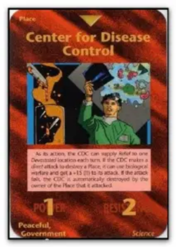
The Power of the Personality is increased to 4. The bonus is lost if either card is captured or destroyed.



Censorship

This isn't a freedom-of-speech issue. This is a decency issue. We're closing you down.

This card may be played by any Straight, Conservative or Government group which makes (or aids) an attack against a *Media* group. It gives an extra +15 Power to that attack and makes it Privileged.



Place

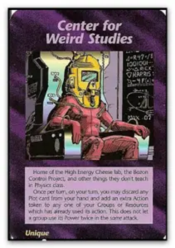
Center for Disease Control

As its action, the CDC can supply *Relief* to one Devastated location each turn. If the CDC makes a *direct* attack to destroy a Place, it can use biological warfare and get a +15 (!!) to its attack. If the attack fails, the CDC is automatically destroyed by the owner of the Place that it attacked.

POWER 1 RESISTANCE 2

Peaceful, Government

Science

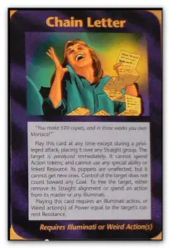


Center for Weird Studies

Home of the High Energy Cheese lab, the Bozon Control Project, and other things they don't teach in Physics class.

Once per turn, on your turn, you may discard any Plot card from your hand and add an extra Action token to any one of your Groups or Resources which has already used its action. This does not let a group use its Power twice in the same attack.

Unique



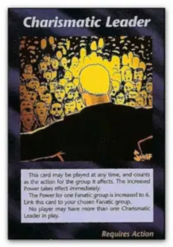
Chain Letter

"You make 500 copies, and in three weeks you own Monaco!"

Play this card at any time except during a privileged attack, placing it over any Straight group. The target is *paralyzed* immediately. It cannot spend Action tokens, and cannot use any special ability or linked Resource. Its puppets are unaffected, but it cannot get new ones. Control of the target does not count toward any Goal. To free the target, either remove its Straight alignment or spend an action from its master or any Illuminati.

Playing this card requires an Illuminati action, or Weird action(s) of Power equal to the target's current Resistance.

Requires Illuminati or Weird Action(s)



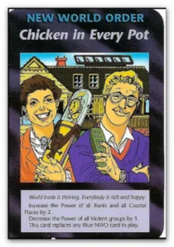
Charismatic Leader

This card may be played at any time, and counts as the action for the group it affects. The increased Power takes effect immediately.

The Power for one Fanatic group is increased to 6. Link this card to your chosen Fanatic group.

No player may have more than one Charismatic Leader in play.

Requires Action



NEW WORLD ORDER

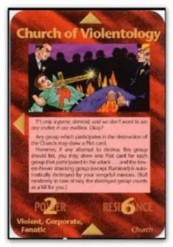
Chicken in Every Pot

World trade is thriving. Everybody is rich and happy.

Increase the Power of all *Banks* and all *Coastal* Places by 2.

Decrease the Power of all Violent groups by 1.

This card replaces any Blue NWO card in play.



Church of Violentology

It's only a game, dammit, and we don't want to see any snakes in our mailbox. Okay?

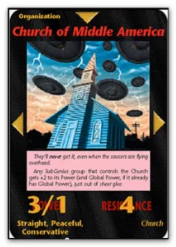
Any group which participates in the destruction of the Church may draw a Plot card.

However, if any attempt to destroy this group should fail, you may draw one Plot card for each group that participated in the attack . . . and the lowest-Power attacking group (except Illuminati) is automatically destroyed by your vengeful minions. (Roll randomly in case of ties; the destroyed group counts as a kill for you.)

POWER 2 RESISTANCE 6

Violent, Corporate, Fanatic

Church



Organization

Church of Middle America

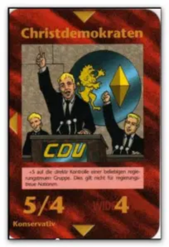
*They'll **never** get it, even when the saucers are flying overhead.*

Any *SubGenius* group that controls the Church gets +2 to its Power (and Global Power, if it already has Global Power), just out of *sheer glee.*

3/1 RESISTANCE 4

Straight, Peaceful, Conservative

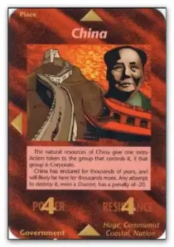
Church



Christdemokraten

+5 auf die direkte Kontrolle einer beliebigen regierungstreuen Gruppe. Dies gilt nicht für regierungstreue Nationen.

CDU
5/4
4
Konservativ



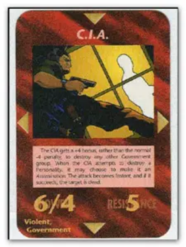
Place

China

The natural resources of China give one extra Action token to the group that controls it, if that group is Corporate.

China has endured for thousands of years, and will likely be here for thousands more. Any attempt to destroy it, even a Disaster, has a penalty of -20.

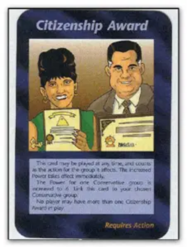
4
4
Government
Huge, Communist
Coastal, Nation



C.I.A.

The CIA gets a +4 bonus, rather than the normal -4 penalty, to destroy any other Government group. When the CIA attempts to destroy a Personality, it may choose to make it an Assassination. The attack becomes Instant, and if it succeeds, the target is dead.

6/4
5
Violent,
Government



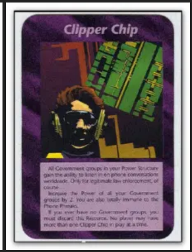
Citizenship Award

This card may be played at any time, and counts as the action for the group it affects. The increased Power takes effect immediately.

The Power for one Conservative group is increased to 6. Link this card to your chosen Conservative group.

No player may have more than one Citizenship Award in play.

Requires Action

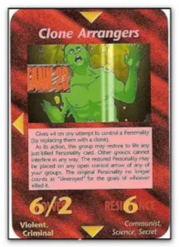


Clipper Chip

All Government groups in your Power Structure gain the ability to listen in on phone conversations worldwide. Only for legitimate law enforcement, of course . . .

Increase the Power of all your Government groups by 2. You are also totally immune to the Phone Phreaks.

If you ever have no Government groups, you must discard this Resource. No player may have more than one Clipper Chip in play at a time.

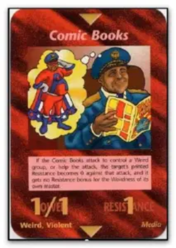


Clone Arrangers

Gives +4 on any attempt to control a Personality (by replacing them with a clone).

As its action, this group may restore to life any just-killed Personality card. Other groups cannot interfere in any way. The restored Personality may be placed on any open control arrow of any of your groups. The original Personality no longer counts as "destroyed" for the goals of whoever killed it.

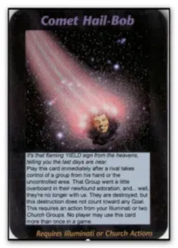
6/2
6
Violent,
Criminal
Communist,
Science, Secret



Comic Books

If the Comic Books attack to control a Weird group, or help the attack, the target's printed Resistance becomes 0 against that attack, and it gets no Resistance bonus for the Weirdness of its own master.

1/1
1
Weird, Violent
Media

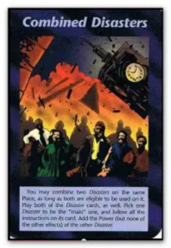


Comet Hail-Bob

It's that flaming YIELD sign from the heavens, telling you the last days are near.

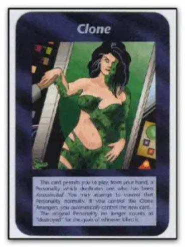
Play this card immediately after a rival takes control of a group from his hand or the uncontrolled area. That Group went a little overboard in their newfound adoration, and... well, they're no longer with us. They are destroyed, but this destruction does not count toward any Goal. This requires an action from your Illuminati or two *Church* Groups. No player may use this card more than once in a game.

Requires Illuminati or Church Actions



Combined Disasters

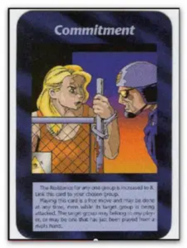
You may combine two *Disasters* on the same Place, as long as both are eligible to be used on it. Play both of the *Disaster* cards, as well. Pick one *Disaster* to be the "main" one, and follow all the instructions on its card. Add the Power (but none of the other effects) of the other *Disaster*.



Clone

This card permits you to play, from your hand, a Personality which duplicates one who has been *Assassinated*. You may attempt to control that Personality normally. If you control the Clone Arrangers, you *automatically* control the new card.

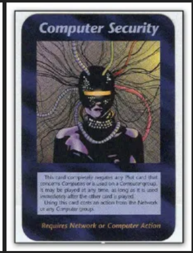
The original Personality no longer counts as "destroyed" for the goals of whoever killed it.



Commitment

The Resistance for any one group is increased to 8. Link this card to your chosen group.

Playing this card is a free move and may be done at any time, even while its target group is being attacked. The target group may belong to any player, or may be one that has just been played from a rival's hand.

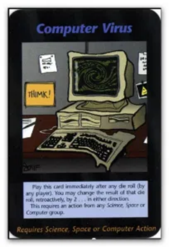


Computer Security

This card completely negates any Plot card that concerns Computers or is used on a Computer group. It may be played at any time, as long as it is used immediately after the other card is played.

Using this card costs an action from the Network or any Computer group.

Requires Network or Computer Action

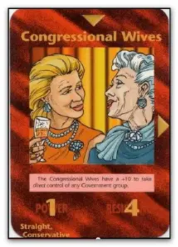


Computer Virus

Play this card immediately after any die roll (by any player). You may change the result of that die roll, retroactively, by 2 . . . in either direction.

This requires an action from any *Science*, *Space* or Computer group.

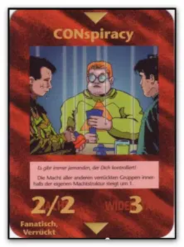
Requires Science, Space or Computer Action



Congressional Wives

The Congressional Wives have a +10 to take direct control of any Government group.

1
4
Straight,
Conservative

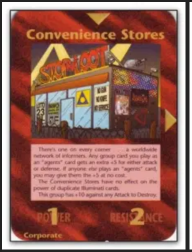


CONspiracy

Es gibt immer jemanden, der Dich kontrolliert!

Die Macht aller anderen verrückten Gruppen innerhalb der eigenen Machtstruktur steigt um 1.

2/2
3
Fanatisch,
Verrückt



Convenience Stores

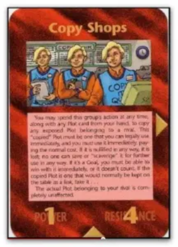
There's one on every corner . . . a worldwide network of informers. Any group card you play as an "agents" card gets an extra +5 for either attack or defense. If anyone else plays an "agents" card, you may give them the +5 at no cost.

The Convenience Stores have no effect on the power of duplicate Illuminati cards.

This group has +10 against any Attack to Destroy.

POWER 1 RESISTANCE 2

Corporate

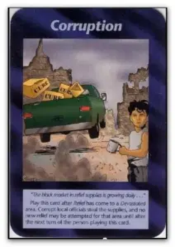

COPY IT QUICK

Copy Shops

You may spend this group's action at any time, along with any Plot card from your hand, to copy any exposed Plot belonging to a rival. This "copied" Plot must be one that you can legally use immediately, and you must use it immediately, paying the normal cost. If it is nullified in any way, it is lost; no one can save or "scavenge" it for further use in any way. If it's a Goal, you must be able to win with it immediately, or it doesn't count. If the copied Plot is one that would normally be kept on the table as a look, take it . . .

The actual Plot belonging to your rival is completely unaffected.

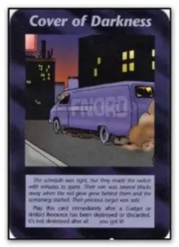
POWER 1 RESISTANCE 4



Corruption

"The black market in relief supplies is growing daily . . ."

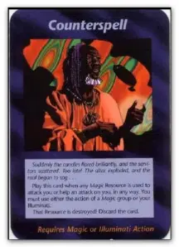
Play this card after *Relief* has come to a *Devastated* area. Corrupt local officials steal the supplies, and no new relief may be attempted for that area until after the next turn of the person playing this card.



Cover of Darkness

The schedule was tight, but they made the switch with minutes to spare. Their van was several blocks away when the red glow grew behind them and the screaming started. Their precious target was safe.

Play this card immediately after a *Gadget* or *Artifact* Resource has been destroyed or discarded. It's not destroyed after all . . . you get it!



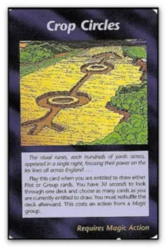
Counterspell

Suddenly the candles flared brilliantly, and the servitors scattered. Too late! The altar exploded, and the roof began to sag . . .

Play this card when any *Magic* Resource is used to attack you or help an attack on you, in any way. You must use either the action of a *Magic* group or your Illuminati.

That Resource is destroyed! Discard the card.

Requires Magic or Illuminati Action

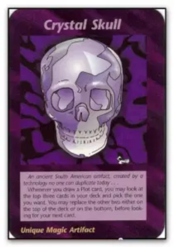


Crop Circles

The ritual runes, each hundreds of yards across, appeared in a single night, focusing their power on the ley lines all across England . . .

Play this card when you are entitled to draw either Plot or Group cards. You have 30 seconds to look through one deck and choose as many cards as you are currently entitled to draw. You must reshuffle the deck afterward. This costs an action from a *Magic* group.

Requires Magic Action

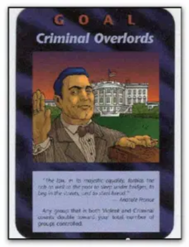


Crystal Skull

An ancient South American artifact, created by a technology no one can duplicate today . . .

Whenever you draw a Plot card, you may look at the top three cards in your deck and pick the one you want. You may replace the other two either on the top of the deck or on the bottom, before looking for your next card.

Unique Magic Artifact

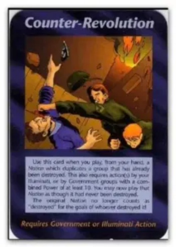


GOAL

Criminal Overlords

"The law, in its majestic equality, forbids the rich as well as the poor to sleep under bridges, to beg in the streets, and to steal bread."
— Anatole France

Any group that is both Violent and Criminal counts double toward your total number of groups controlled.

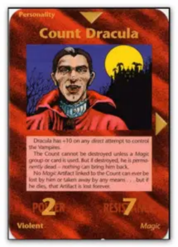


Counter-Revolution

Use this card when you play, from your hand, a Nation which duplicates a group that has already been destroyed. This also requires action(s) by your Illuminati, or by Government groups with a combined Power of at least 10. You may now play that Nation as though it had never been destroyed.

The original Nation no longer counts as "destroyed" for the goals of whoever destroyed it!

Requires Government or Illuminati Action



Personality

Count Dracula

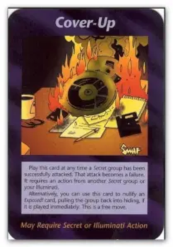
Dracula has +10 on any direct attempt to control the Vampires.

The Count cannot be destroyed unless a *Magic* group or card is used. But if destroyed, he is permanently dead – *nothing* can bring him back.

No *Magic* Artifact linked to the Count can ever be lost by him or taken away by any means . . . but if he dies, that Artifact is lost forever.

POWER 2 RESISTANCE 7

Violent Magic

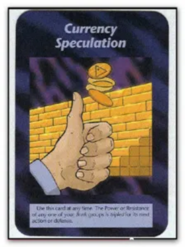


Cover-Up

Play this card at any time a *Secret* group has been successfully attacked. That attack becomes a failure. It requires an action from another *Secret* group or your Illuminati.

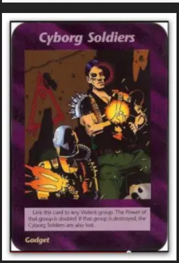
Alternatively, you can use this card to nullify an *Exposed!* card, pulling the group back into hiding, if it is played immediately. This is a free move.

May Require Secret or Illuminati Action



Currency Speculation

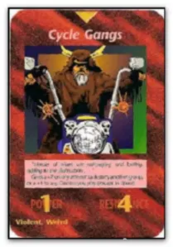
Use this card at any time. The Power or Resistance of any one of your *Bank* groups is tripled for its next action or defense.



Cyborg Soldiers

Link this card to any Violent group. The Power of that group is doubled. If that group is destroyed, the Cyborg Soldiers are also lost.

Gadget

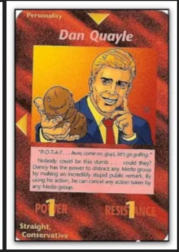


Cycle Gangs

[illegible]

POWER 1 RESISTANCE 4

Violent, Weird



Personality

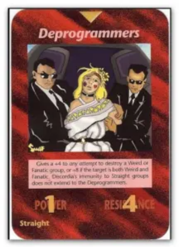
Dan Quayle

"P-O-T-A-T . . . Aww, come on, guys, let's go golfing."

Nobody could be this dumb . . . could they? Danny has the power to distract any *Media* group by making an incredibly stupid public remark. By using his action, he can cancel any action taken by any *Media* group.

POWER 1 RESISTANCE 1

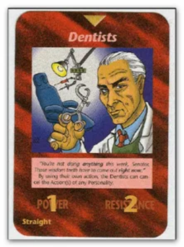
Straight, Conservative



Deprogrammers

Gives a +4 to any attempt to destroy a Weird or Fanatic group, or +8 if the target is both Weird and Fanatic. Discordia's immunity to Straight groups does not extend to the Deprogrammers.

PO1ER
RESI4NCE
Straight

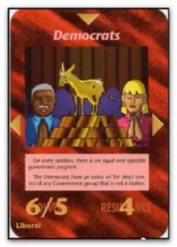


Dentists

"You're not doing **anything** *this week, Senator. Those wisdom teeth have to come out* **right now.***"*

By using their own action, the Dentists can cancel the Action(s) of any Personality.

PO1ER
RESIS2NCE
Straight

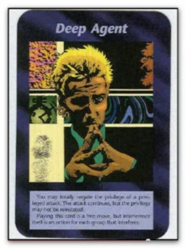


Democrats

For every reaction, there is an equal and opposite government program.

The Democrats have an extra +4 for *direct* control of any Government group that is not a *Nation*.

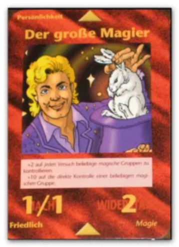
6/5
RESI4NCE
Liberal



Deep Agent

You may totally negate the privilege of a privileged attack. The attack continues, but the privilege may not be reinstated!

Playing this card is a free move, but interference itself is an action for each group that interferes.

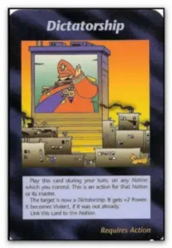


Der große Magier

+2 auf jeden Versuch beliebige magische Gruppen zu kontrollieren.

+10 auf die direkte Kontrolle einer beliebigen magischen Gruppe.

Persönlichkeit
1/1
WIDE2
Friedlich
Magie



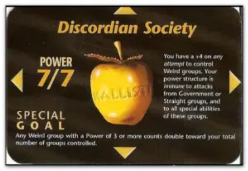
Dictatorship

Play this card during your turn, on any *Nation* which you control. This is an action for that *Nation* or its master.

The target is now a *Dictatorship*. It gets +2 Power. It becomes Violent, if it was not already.

Link this card to the *Nation*.

Requires Action



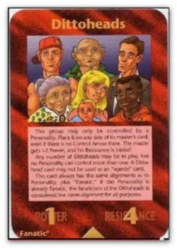
Discordian Society

POWER
7/7
KALLISTI

You have a +4 on *any attempt* to control Weird groups. Your power structure is immune to attacks from Government or Straight groups, and to all special abilities of these groups.

SPECIAL GOAL

Any Weird group with a Power of 3 or more counts double toward your total number of groups controlled.



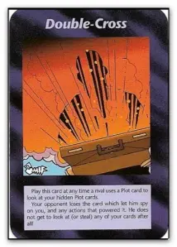
Dittoheads

This group may only be controlled by a Personality. Place it on any side of its master's card, even if there is no Control Arrow there. The master gets +2 Power, and his Resistance is tripled!

Any number of Dittoheads may be in play, but no Personality can control more than one. A Dittohead card may not be used as an "agents" card.

This card always has the same alignments as its Personality, plus "Fanatic." If the Personality is already Fanatic, the fanaticism of the Dittoheads is considered the *same alignment* for all purposes.

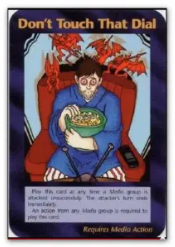
PO1ER
RESI4NCE
Fanatic*



Double-Cross

Play this card at any time a rival uses a Plot card to look at your hidden Plot cards.

Your opponent loses the card which let him spy on you, and any actions that powered it. He does not get to look at (or steal) any of your cards after all!

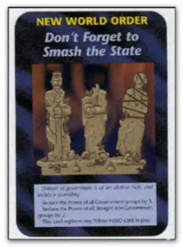


Don't Touch That Dial

Play this card at any time a *Media* group is attacked unsuccessfully. The attacker's turn ends immediately.

An action from any *Media* group is required to play this card.

Requires Media Action



NEW WORLD ORDER

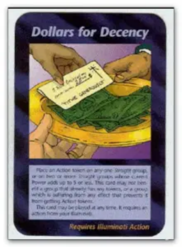
Don't Forget to Smash the State

Distrust of government is at an all-time high, and society is crumbling.

Reduce the Power of all Government groups by 3.

Reduce the Power of all Straight non-Government groups by 2.

This card replaces any Yellow NWO card in play.

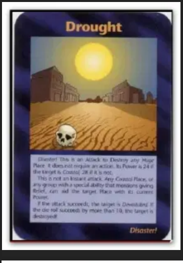


Dollars for Decency

Place an Action token on any one Straight group, or on two or more Straight groups whose current Power adds up to 5 or less. This card may not benefit a group that already has any tokens, or a group which is suffering from any effect that prevents it from getting Action tokens.

This card may be played at any time. It requires an action from your Illuminati.

Requires Illuminati Action



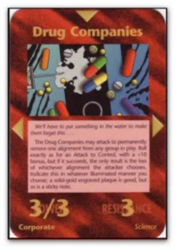
Drought

Disaster! This is an Attack to Destroy any Huge Place. It does not require an action. Its Power is 24 if the target is Coastal, 28 if it is not.

This is not an Instant attack. Any Coastal Place, or any group with a special ability that mentions giving Relief, can aid the target Place with its current Power.

If the attack succeeds, the target is Devastated. If the die roll succeeds by more than 10, the target is destroyed!

Disaster!



Drug Companies

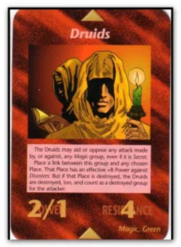
We'll have to put something in the water to make them forget this . . .

The Drug Companies may attack to permanently remove one alignment from any group in play. Roll exactly as for an Attack to Control, with a +10 bonus, but if it succeeds, the only result is the loss of whichever alignment the attacker chooses. Indicate this in whatever Illuminated manner you choose; a solid-gold engraved plaque is good, but so is a sticky note.

POWER 3/3 RESISTANCE 3

Corporate

Science



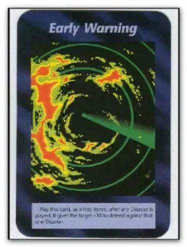
Druids

The Druids may aid or oppose any attack made by, or against, any *Magic* group, even if it is *Secret*.

Place a link between this group and any chosen Place. That Place has an effective +8 Power against *Disasters*. But if that Place is destroyed, the Druids are destroyed, too, and count as a destroyed group for the attacker.

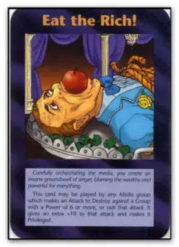
POWER 2/1 RESISTANCE 4

Magic, Green



Early Warning

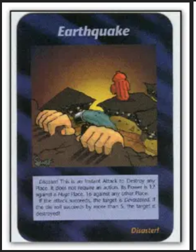
Play this card, as a free move, after any Disaster is played. It gives the target −10 to defend against that one Disaster.



Eat the Rich!

Carefully orchestrating the media, you create an insane groundswell of anger, blaming the wealthy and powerful for everything.

This card may be played by any *Media* group which makes an Attack to Destroy against a Group with a Power of 6 or more, or aids that attack. It gives an extra +10 to that attack and makes it Privileged.

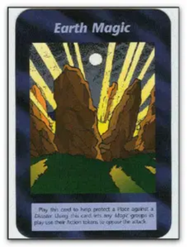


Earthquake

Disaster! This is an Instant Attack to Destroy any Place. It does not require an action. Its Power is 12 against a *Huge* Place, 16 against any other Place.

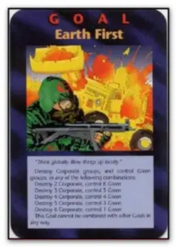
If the attack succeeds, the target is *Devastated*. If the die roll succeeds by more than 5, the target is destroyed!

Disaster!



Earth Magic

Play this card to help protect a Place against a *Disaster*. Using this card lets any *Magic* groups in play use their Action tokens to oppose the attack.



GOAL

Earth First

"Think globally. Blow things up locally."

Destroy Corporate groups, and control Green groups, in any of the following combinations:

Destroy 2 Corporate, control 6 Green

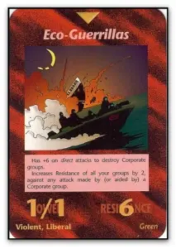
Destroy 3 Corporate, control 5 Green

Destroy 4 Corporate, control 4 Green

Destroy 5 Corporate, control 3 Green

Destroy 6 Corporate, control 1 Green

This Goal cannot be combined with other Goals in any way.



Eco-Guerrillas

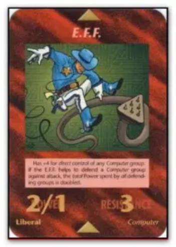
Has +6 on direct attacks to destroy Corporate groups.

Increases Resistance of all your groups by 2, against any attack made by (or aided by) a Corporate group.

POWER 1/1 RESISTANCE 6

Violent, Liberal

Green



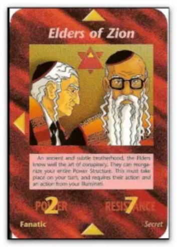
E.F.F.

Has +4 for direct control of any Computer group. If the E.F.F. helps to defend a Computer group against attack, the *total* Power spent by *all* defending groups is doubled.

POWER 2/1 RESISTANCE 3

Liberal

Computer



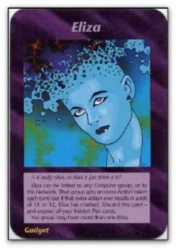
Elders of Zion

An ancient and subtle brotherhood, the Elders know well the art of conspiracy. They can reorganize your entire Power Structure. This must take place on your turn, and requires their action and an action from your Illuminati.

POWER 2 RESISTANCE 7

Fanatic

Secret



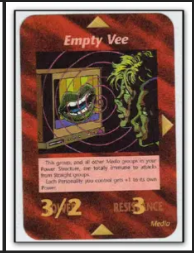
Eliza

Is it really alive, or does it just think it is?

Eliza can be linked to any Computer group, or to the Network. That group gets an extra Action token each turn! But if that extra action ever results in a roll of 11 or 12, Eliza has crashed. Discard this card – and expose *all* your hidden Plot cards.

No group may have more than one Eliza.

Gadget



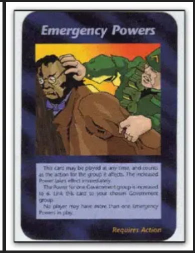
Empty Vee

This group, and all other Media groups in your Power Structure, are totally immune to attacks from Straight groups.

Each Personality you control gets +1 to its own Power.

POWER 3/2 RESISTANCE 3

Media



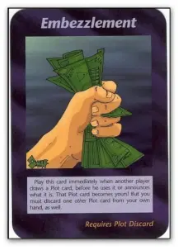
Emergency Powers

This card may be played at any time, and counts as the action for the group it affects. The increased Power takes effect immediately.

The Power for one Government group is increased to 6. Link this card to your chosen Government group.

No player may have more than one Emergency Powers in play.

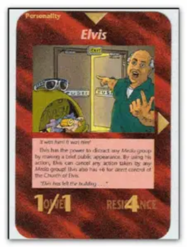
Requires Action



Embezzlement

Play this card immediately when another player draws a Plot card, before he uses it or announces what it is. That Plot card becomes yours! But you must discard one other Plot card from your own hand, as well.

Requires Plot Discard



Personality

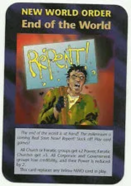
Elvis

"It was him! It was him!"

Elvis has the power to distract any *Media* group by making a brief public appearance. By using his action, Elvis can cancel any action taken by any *Media* group! Elvis also has +6 for direct control of the Church of Elvis.

"Elvis has left the building . . ."

1/1 RESISTANCE 4



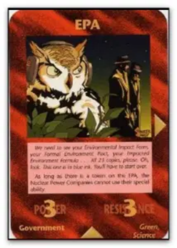
NEW WORLD ORDER

End of the World

The end of the world is at hand! The millennium is coming Real Soon Now! Repent! Stock up! Play card games!

All Church or Fanatic groups get +2 Power; Fanatic Churches get +3. All Corporate and Government groups lose credibility, and their Power is reduced by 2.

This card replaces any Yellow NWO card in play.



EPA

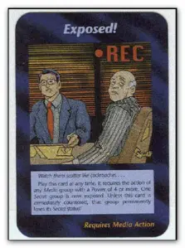
We need to see your Environmental Impact Form, your Formal Environment Fact, your Impacted Environment Formula . . . All 23 copies, please. Oh, look. This one is in blue ink. You'll have to start over.

As long as there is a token on the EPA, the Nuclear Power Companies cannot use their special ability.

POWER 3 RESISTANCE 3

Government

Green, Science

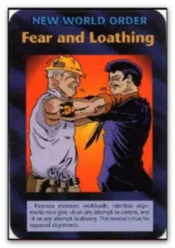


Exposed!

Watch them scatter like cockroaches . . .

Play this card at any time. It requires the action of any *Media* group with a Power of 4 or more. One *Secret* group is now exposed. Unless this card is *immediately* countered, that group permanently loses its *Secret* status!

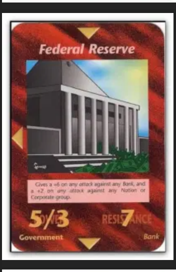
Requires Media Action



NEW WORLD ORDER

Fear and Loathing

Paranoia increases worldwide. Identical alignments now give +8 on any attempt to control, and -8 on any attempt to destroy. The reverse is true for opposed alignments.



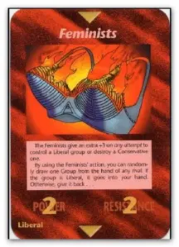
Federal Reserve

Gives a +6 on any *attack* against any Bank, and a +2 on *any attack* against any Nation or Corporate group.

5/3 RESISTANCE 7

Government

Bank



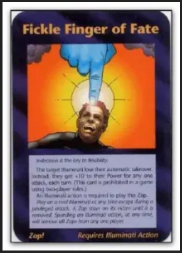
Feminists

The Feminists give an extra +3 on *any attempt* to control a Liberal group or destroy a Conservative one.

By using the Feminists' action, you can randomly draw one Group from the hand of any rival. If the group is Liberal, it goes into your hand. Otherwise, give it back . . .

POWER 2 RESISTANCE 2

Liberal



Fickle Finger of Fate

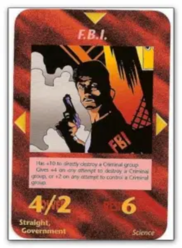
Indecision is the key to flexibility.

The target Illuminati lose their automatic takeover. Instead, they get +10 to their Power for any one attack, each turn. (This card is prohibited in a game using two-player rules.)

An Illuminati action is required to play this *Zap*.

Play on a rival Illuminati at any time except during a privileged attack. A Zap stays on its victim until it is removed. Spending an Illuminati action, at any time, will remove all Zaps from any one player!

Zap! *Requires Illuminati Action*



F.B.I.

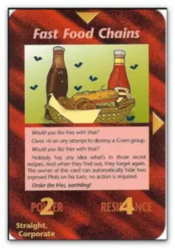
Has +10 to directly destroy a Criminal group.

Gives +4 on *any attempt* to destroy a Criminal group, or +2 on *any attempt* to control a Criminal group.

4/2 RESI 6

Straight, Government

Science



Fast Food Chains

Would you like fries with that?

Gives +6 on *any attempt* to destroy a Green group.

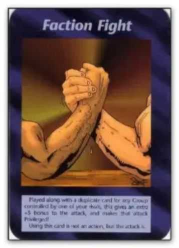
Would you like fries with that?

Nobody has *any* idea what's in those secret recipes. And when they find out, they forget again. The owner of this card can automatically hide two exposed Plots on his turn; no action is required.

Order the fries, earthling!

POWER 2 RESISTANCE 4

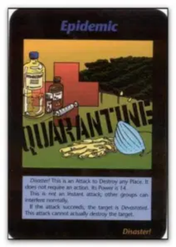
Straight, Corporate



Faction Fight

Played along with a duplicate card for any Group controlled by one of your rivals, this gives an extra +5 bonus to the attack, and makes that attack Privileged!

Using this card is not an action, but the attack is.


QUARANTINE

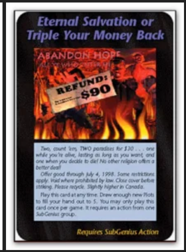
Epidemic

Disaster! This is an Attack to Destroy any Place. It does not require an action. Its Power is 14.

This is *not* an instant attack; other groups can interfere normally.

If the attack succeeds, the target is *Devastated*. This attack cannot actually destroy the target.

Disaster!


ABANDON HOPE
REFUND: $90

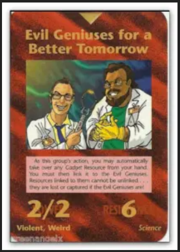
Eternal Salvation or Triple Your Money Back

Two, count 'em, TWO paradises for $30 . . . one while you're alive, lasting as long as you want, and one when you decide to die! No other religion offers a better deal!

Offer good through July 4, 1998. Some restrictions apply. Void where prohibited by law. Close cover before striking. Please recycle. Slightly higher in Canada.

Play this card at any time. Draw enough new Plots to fill your hand out to 5. You may only play this card once per game. It requires an action from one *SubGenius* group.

Requires SubGenius Action



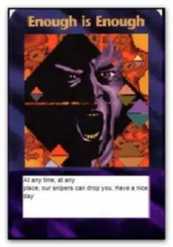
Evil Geniuses for a Better Tomorrow

As this group's action, you may automatically take over any Gadget Resource from your hand. You must then link it to the Evil Geniuses. Resources linked to them cannot be unlinked . . . they are lost or captured if the Evil Geniuses are!

2/2 RESI 6

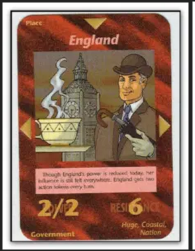
Violent, Weird

Science



Enough is Enough

At any time, at any place, our snipers can drop you. Have a nice day



Place

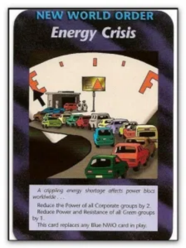
England

Though England's power is reduced today, her influence is still felt everywhere. England gets two action tokens every turn.

POWER 2/2 RESISTANCE 6

Government

Huge, Coastal, Nation



NEW WORLD ORDER

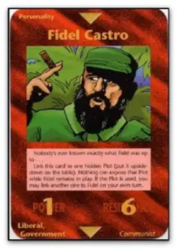
Energy Crisis

A crippling energy shortage affects power blocs worldwide . . .

Reduce the Power of all Corporate groups by 2.

Reduce Power and Resistance of all Green groups by 1.

This card replaces any Blue NWO card in play.



Personality

Fidel Castro

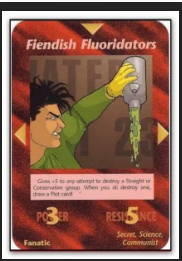
Nobody's ever known exactly what Fidel was up to . . .

Link this card to one hidden Plot (put it upside-down on the table). Nothing can expose that Plot while Fidel remains in play. If the Plot is used, you may link another one to Fidel on your own turn.

POWER 1 RESISTANCE 6

Liberal, Government

Communist



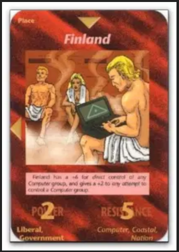
Fiendish Fluoridators

Gives +5 to any attempt to destroy a Straight or Conservative group. When you do destroy one, draw a Plot card!

POWER 3 RESISTANCE 5

Fanatic

Secret, Science, Communist



Place

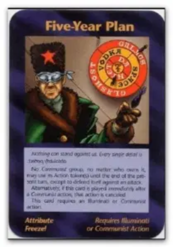
Finland

Finland has a +6 for *direct* control of any Computer group, and gives a +2 to any attempt to control a Computer group.

POWER 2 RESISTANCE 5

Liberal, Government

Computer, Coastal, Nation



Five-Year Plan

Nothing can stand against us. Every single detail is [illegible]

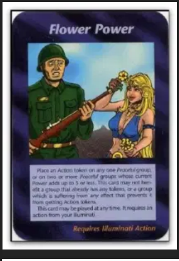
No Communist group, no matter who owns it, may use its Action token(s) until the end of the present turn, except to defend itself against an attack.

Alternatively, if this card is played *immediately* after a *Communist* action, that action is canceled.

This card requires an Illuminati or Communist action.

Attribute Freeze!

Requires Illuminati or Communist Action

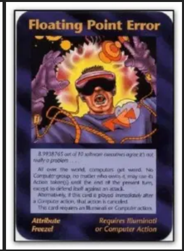


Flower Power

Place an Action token on any one *Peaceful* group, or on two or more *Peaceful* groups whose current Power adds up to 5 *or* less. This card may not benefit a group that *already* has any tokens, or a group which is suffering from any effect that prevents it from getting Action tokens.

This card may be played at any time. It requires an action from your Illuminati.

Requires Illuminati Action



Floating Point Error

8.9938765 out of 10 software executives agree it's not really a problem . . .

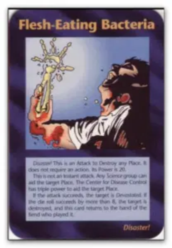
All over the world, computers get weird. No Computer group, no matter who owns it, may use its Action token(s) until the end of the present turn, except to defend itself against an attack.

Alternatively, if this card is played *immediately* after a Computer action, that action is canceled.

This card requires an Illuminati or Computer action.

Attribute Freeze!

Requires Illuminati or Computer Action



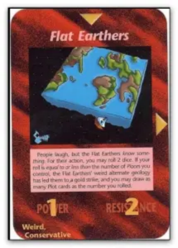
Flesh-Eating Bacteria

Disaster! This is an Attack to Destroy any Place. It does not require an action. Its Power is 20.

This is not an instant attack. Any Science group can aid the target Place. The Center for Disease Control has triple power to aid the target Place.

If the attack succeeds, the target is Devastated. If the die roll succeeds by more than 8, the target is destroyed, and this card returns to the hand of the fiend who played it.

Disaster!

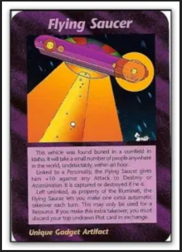


Flat Earthers

People laugh, but the Flat Earthers *know* something. For their action, you may roll 2 dice. If your roll is *equal to or less than* the number of *Places* you control, the Flat Earthers' weird alternate geology has led them to a gold strike, and you may draw as many Plot cards as the number you rolled.

POWER 1 RESISTANCE 2

Weird, Conservative



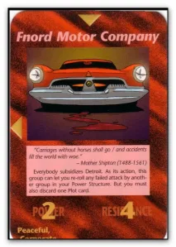
Flying Saucer

This vehicle was found buried in a cornfield in Idaho. It will take a small number of people anywhere in the world, undetectably, within an hour.

Linked to a Personality, the Flying Saucer gives him +10 against any Attack to Destroy or *Assassination*. It is captured or destroyed if he is.

Left unlinked, as property of the Illuminati, the Flying Saucer lets you make one extra automatic takeover each turn. This may only be used for a Resource. If you make this extra takeover, you must discard your top undrawn Plot card in exchange.

Unique Gadget Artifact



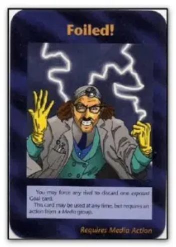
Fnord Motor Company

"Carriages without horses shall go / and accidents fill the world with woe."
– Mother Shipton (1488-1561)

Everybody subsidizes Detroit. As its action, this group can let you re-roll any failed attack by another group in your Power Structure. But you must also discard one Plot card.

POWER 2 RESISTANCE 4

Peaceful,

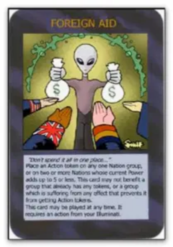


Foiled!

You may force any rival to discard one *exposed* Goal card.

This card may be used at any time, but requires an action from a *Media* group.

Requires Media Action

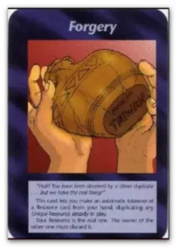


FOREIGN AID

"Don't spend it all in one place..."

Place an Action token on any one Nation group, or on two or more Nations whose current Power adds up to 5 or less. This card may not benefit a group that already has any tokens, or a group which is suffering from any effect that prevents it from getting Action tokens.

This card may be played at any time. It requires an action from your Illuminati.

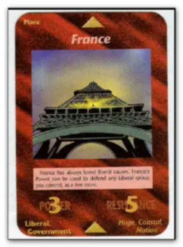


Forgery

"Hah! You have been deceived by a clever duplicate . . . but we have the real thing!"

This card lets you make an automatic takeover of a Resource card from your hand, duplicating any *Unique* Resource already in play.

Your Resource is the real one. The owner of the other one must discard it.



Place

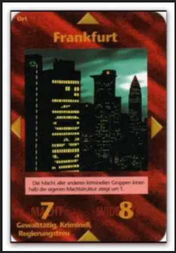
France

France has always loved liberal causes. France's Power can be used to defend any Liberal group you control, as a free move.

POWER 3 RESISTANCE 5

Liberal, Government

Huge, Coastal, Nation



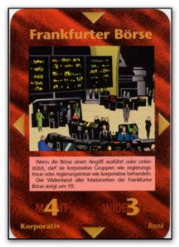
Ort

Frankfurt

Die Macht aller anderen kriminellen Gruppen innerhalb der eigenen Machtstruktur steigt um 1.

MACHT 7 WIDERSTAND 8

Gewalttätig, Kriminell, Regierungstreu



Frankfurter Börse

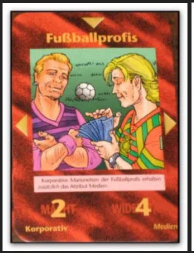
Wenn die Börse einen Angriff ausführt oder unterstützt, darf sie korporative Gruppen wie regierungstreue oder regierungstreue wie korporative behandeln.

Der Widerstand aller Marionetten der Frankfurter Börse steigt um 10.

MACHT 4 WIDERSTAND 3

Korporativ

Bank



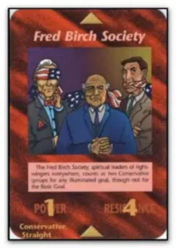
Fußballprofis

Korporative Marionetten der Fußballprofis erhalten zusätzlich das Attribut Medien.

MACHT 2 WIDERSTAND 4

Korporativ

Medien

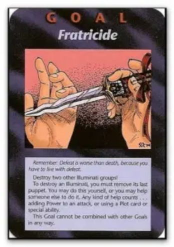


Fred Birch Society

The Fred Birch Society, spiritual leaders of right-wingers everywhere, counts as two Conservative groups for any Illuminated goal, though not for the Basic Goal.

POWER 1 RESISTANCE 4

Conservative, Straight



GOAL

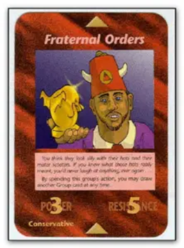
Fratricide

Remember: Defeat is worse than death, because you have to live with defeat.

Destroy two other Illuminati groups!

To destroy an Illuminati, you must remove its last puppet. You may do this yourself, or you may help someone else to do it. Any kind of help counts . . . adding Power to an attack, or using a Plot card or special ability.

This Goal cannot be combined with other Goals in any way.



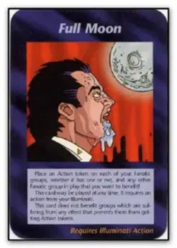
Fraternal Orders

You think they look silly with their hats and their motor scooters. If you knew what those hats really meant, you'd never laugh at anything, ever again . . .

By spending this group's action, you may draw another Group card at any time.

POWER 3 RESISTANCE 5

Conservative



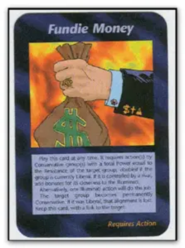
Full Moon

Place an Action token on each of your Fanatic groups, *whether it has one or not*, and any other Fanatic group in play that you want to benefit!

This card may be played at any time. It requires an action from your Illuminati.

This card does not benefit groups which are suffering from any effect that *prevents* them from getting Action tokens.

Requires Illuminati Action



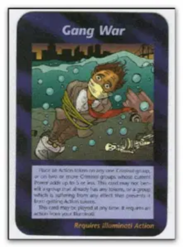
Fundie Money

Play this card at any time. It requires action(s) by Conservative group(s) with a total Power equal to the Resistance of the target group, doubled if the group is currently Liberal. If it is controlled by a rival, add bonuses for its closeness to the Illuminati.

Alternatively, one Illuminati action will do the job.

The target group becomes permanently Conservative. If it was Liberal, that alignment is lost. Keep this card, with a link to the target.

Requires Action

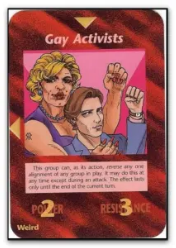


Gang War

Place an Action token on any one Criminal group, or on two or more Criminal groups whose current Power adds up to 5 or less. This card may not benefit a group that already has any tokens, or a group which is suffering from any effect that prevents it from getting Action tokens.

This card may be played at any time. It requires an action from your Illuminati.

Requires Illuminati Action

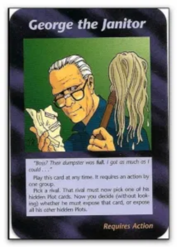


Gay Activists

This group can, as its action, *reverse* any one alignment of any group in play. It may do this at any time except during an attack. The effect lasts only until the end of the current turn.

POWER 2 RESISTANCE 3

Weird



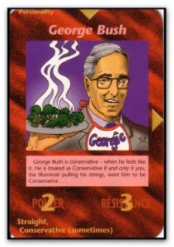
George the Janitor

"Boss? Their dumpster was full. I got as much as I could . . ."

Play this card at any time. It requires an action by one group.

Pick a rival. That rival must now pick one of his hidden Plot cards. Now you decide (without looking) whether he must expose that card, or expose all his other hidden Plots.

Requires Action



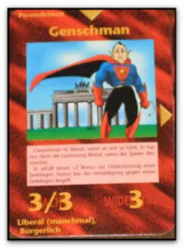
Personality

George Bush

George Bush is conservative – when he feels like it. He is treated as Conservative if and only if you, the Illuminati pulling his strings, want him to be Conservative . . .

POWER 2 RESISTANCE 3

Straight,
Conservative (sometimes)



Persönlichkeit

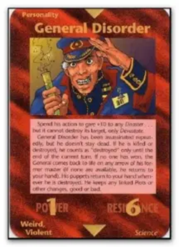
Genschman

Genschman ist liberal, wenn er sich so fühlt. Er hat nur dann die Gesinnung liberal, wenn der Spieler dies möchte.

Er erhält einen +2 Bonus zur Unterstützung einer beliebigen *Nation* bei der Verteidigung gegen einen beliebigen Angriff.

3/3 WIDE 3

Liberal (manchmal),
Bürgerlich



Personality

General Disorder

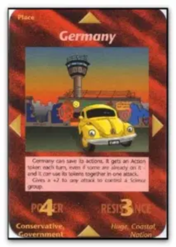
Spend his action to give +10 to any *Disaster* . . . but it cannot destroy its target, only *Devastate*.

General Disorder has been assassinated repeatedly, but he doesn't stay dead. If he is killed or destroyed, he counts as "destroyed" only until the end of the current turn. If no one has won, the General comes back to life on any arrow of his former master (if none are available, he returns to your hand). His puppets return to your hand whenever he is destroyed. He keeps any linked Plots or other changes, good or bad.

POWER 1 RESISTANCE 6

Weird,
Violent

Science



Place

Germany

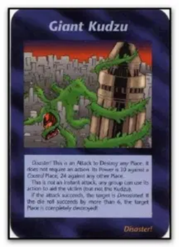
Germany can save its actions. It gets an Action token each turn, even if some are already on it – and it can use its tokens together in one attack.

Gives a +2 to any attack to control a Science group.

POWER 4 RESISTANCE 3

Conservative,
Government

Huge, Coastal,
Nation



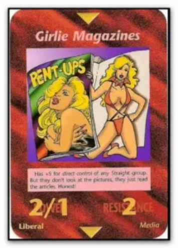
Giant Kudzu

Disaster! This is an Attack to Destroy any Place. It does not require an action. Its Power is 10 against a *Coastal* Place, 24 against any other Place.

This is not an Instant attack, any group can use its action to aid the victim (but not the Kudzu).

If the attack succeeds, the target is *Devastated*. If the die roll succeeds by more than 6, the target Place is completely destroyed!

Disaster!



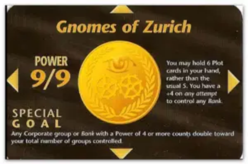
Girlie Magazines

Has +5 for direct control of any Straight group. But they don't look at the pictures, they just read the articles. Honest!

2/1 RESISTANCE 2

Liberal

Media



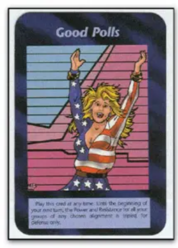
Gnomes of Zurich

POWER
9/9

You may hold 6 Plot cards in your hand, rather than the usual 5. You have a +4 on *any attempt* to control any *Bank*.

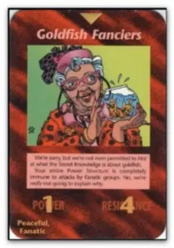
SPECIAL
GOAL

Any Corporate group or *Bank* with a Power of 4 or more counts double toward your total number of groups controlled.



Good Polls

Play this card at any time. Until the beginning of your next turn, the Power and Resistance for all your groups of any chosen alignment is tripled, for defense only.



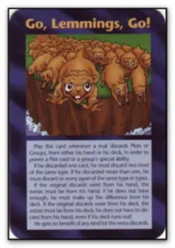
Goldfish Fanciers

We're sorry, but we're not even permitted to *hint* at what the Secret Knowledge is about goldfish.

Your entire Power Structure is completely immune to attacks by Fanatic groups. No, we're *really* not going to explain why.

POWER 1 RESISTANCE 4

Peaceful,
Fanatic



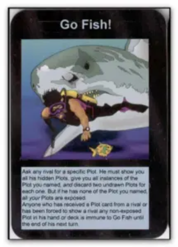
Go, Lemmings, Go!

Play this card whenever a rival discards Plots or Groups, from either his hand or his deck, in order to power a Plot card or a group's special ability.

If he discarded one card, he must discard two *more* of the same type. If he discarded more than one, he must discard *as many again* of the same type or types.

If the original discards were from his hand, the extras must be from his hand; if he does not have enough, he must make up the difference from his deck. If the original discards were from his deck, the extras must be from his deck; he does not have to discard from his hand, even if his deck runs out!

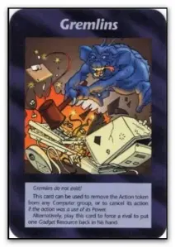
He gets no benefit of any kind for the extra discards.



Go Fish!

Ask any rival for a specific Plot. He must show you all his hidden Plots, give you all instances of the Plot you named, *and* discard two undrawn Plots for each one. But if he has none of the Plot you named, *all your* Plots are exposed.

Anyone who has received a Plot card from a rival or has been forced to show a rival any non-exposed Plot in his hand or deck is immune to Go Fish until the end of his next turn.

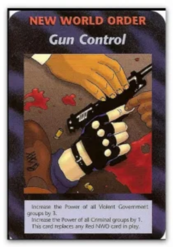


Gremlins

Gremlins do not exist!

This card can be used to remove the Action token from any Computer group, or to cancel its action *if the action was a use of its Power.*

Alternatively, play this card to force a rival to put one Gadget Resource back in his hand.

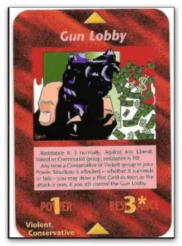


NEW WORLD ORDER
Gun Control

Increase the Power of all Violent Government groups by 3.

Increase the Power of all Criminal groups by 1.

This card replaces any Red NWO card in play.



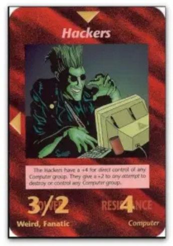
Gun Lobby

Resistance is 3 normally. Against any Liberal, Weird or Communist group, resistance is 10!

Any time a Conservative or Violent group in your Power Structure is attacked – whether it succeeds or fails – you may draw a Plot Card as soon as the attack is over, if you still control the Gun Lobby.

POWER 1 RESISTANCE 3*

Violent, Conservative



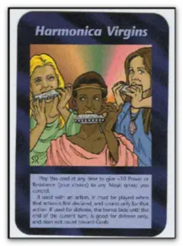
Hackers

The Hackers have a +4 for direct control of any Computer group. They give a +2 to *any attempt* to destroy or control any Computer group.

POWER 3/2 RESISTANCE 4

Weird, Fanatic

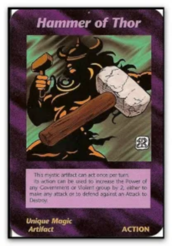
Computer



Harmonica Virgins

Play this card at any time to give +10 Power or Resistance (your choice) to any Magic group you control.

If used with an action, it must be played when that action is first declared, and counts only for that action. If used for defense, the bonus lasts until the end of the current turn, is good for defense only, and does not count toward Goals.



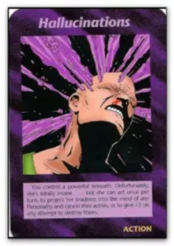
Hammer of Thor

This mystic artifact can act once per turn.

Its action can be used to increase the Power of any Government or Violent group by 2, either to make any attack or to defend against an Attack to Destroy.

Unique Magic Artifact

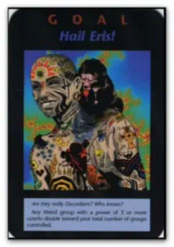
ACTION



Hallucinations

You control a powerful telepath. Unfortunately, she's totally insane . . . but she can act once per turn, to project her madness into the mind of any Personality and cancel their action, or to give +3 on any attempt to destroy them.

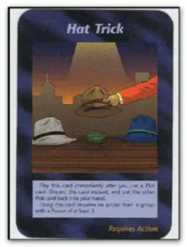
ACTION



GOAL
Hail Eris!

Are they really Discordians? Who knows?

Any Weird group with a power of 3 or more counts double toward your total number of groups controlled.

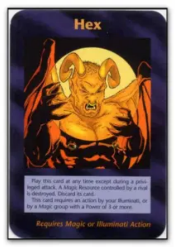


Hat Trick

Play this card immediately after you use a Plot card. Discard this card instead, and put the other Plot card back into your hand.

Using this card requires an action from a group with a Power of at least 3.

Requires Action

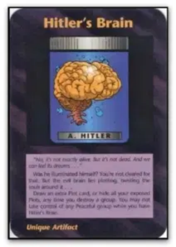


Hex

Play this card at any time except during a privileged attack. A Magic Resource controlled by a rival is destroyed. Discard its card.

This card requires an action by your Illuminati, or by a Magic group with a Power of 3 or more.

Requires Magic or Illuminati Action



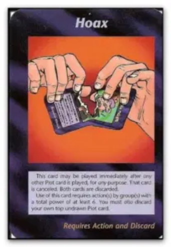
Hitler's Brain

"No, it's not exactly alive. But it's not dead. And we can feel its dreams . . ."

Was he Illuminated himself? You're not cleared for that. But the evil brain lies plotting, twisting the souls around it . . .

Draw an extra Plot card, or hide all your exposed Plots, any time you destroy a group. You may not take control of any Peaceful group while you have Hitler's Brain.

Unique Artifact

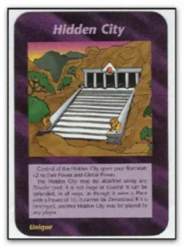


Hoax

This card may be played immediately after any other Plot card is played, for *any* purpose. That card is canceled. Both cards are discarded.

Use of this card requires action(s) by group(s) with a total power of at least 6. You must *also* discard your own top undrawn Plot card.

Requires Action and Discard

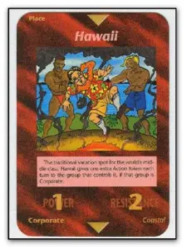


Hidden City

Control of the Hidden City gives your Illuminati +2 to their Power and Global Power.

The Hidden City may be attacked using any *Disaster* card. It is not Large or Coastal. It can be defended, in all ways, as though it were a Place with a Power of 10. It cannot be *Devastated*. If it is destroyed, another Hidden City may be played by any player.

Unique



Place

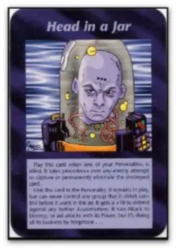
Hawaii

The traditional vacation spot for the world's middle class, Hawaii gives one extra Action token each turn to the group that controls it, if that group is Corporate.

POWER 1 RESISTANCE 2

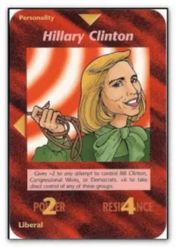
Corporate

Coastal

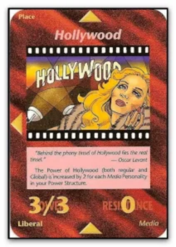

Head in a Jar

Play this card when one of your Personalities is killed. It takes precedence over any enemy attempt to capture or permanently eliminate the destroyed card.

Link this card to the Personality. It remains in play, but can never control any group that it didn't control before it went in the jar. It gets a +10 to defend against any further *Assassinations*. It can Attack to Destroy, or aid attacks with its Power, but it's doing all its business by telephone . . .

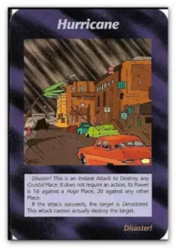

Personality
Hillary Clinton
POWER 2
RESISTANCE 4
Liberal

Gives +2 to *any attempt* to control Bill Clinton, Congressional Wives, or Democrats. +6 to take *direct control* of any of these groups.


Place
Hollywood
HOLLYWOOD
3/3
RESISTANCE 0
Liberal
Media

"Behind the phony tinsel of Hollywood lies the real tinsel."
— Oscar Levant

The Power of Hollywood (both regular and Global) is increased by 2 for each *Media* Personality in your Power Structure.


Hurricane
Disaster!

Disaster! This is an Instant Attack to Destroy any *Coastal* Place. It does not require an action. Its Power is 16 against a *Huge* Place, 20 against any other Place.

If the attack succeeds, the target is *Devastated*. This attack cannot actually destroy the target.

Illuminati Card Game Part II - Complete List

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